SIM CITY 2000™

THE ULTIMATE CITY SIMULATOR

GAME BOY ADVANCE

INSTRUCTION BOOKLET

DSI GAMES

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠️WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠️WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

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APPROPRIATENESS OF THE RATING, PLEASE CONTACT
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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

START UP

1. Make sure the POWER switch is OFF.
2. Insert the SIMCITY 2000™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the POWER switch ON.

NOTE: The SIMCITY 2000™ Game Pak is for Game Boy® Advance only.

INTRODUCTION

To search for the ideal city today is useless. For all cities are different. Each one has its own spirit, its own problems, and its own pattern of life. As long as the city lives, these aspects continue to change. Thus to look for the ideal city is not only a waste of time but may be seriously detrimental. In fact, the concept is obsolete; there is no such thing.

- Steen Eiler Rasmussen (1898) -

Welcome to SimCity 2000™

When you play SimCity 2000™, you become the planner, designer and mayor of an unlimited number of cities. You can take over and run any of the included scenario cities, or build your own from the ground up. You're in charge. You can choose to build small rural towns, or huge bustling metropolises. As you design and build your cities, simulated citizens, known as Sims, move in and build their homes, stores and workplaces, raise their families and invite their friends. If your city is a nice place to live, your population will increase. If it's not, your Sims will leave town. And be assured that they'll let you know what they think about you and your policies. One of the toughest challenges of SimCity 2000™ is to maintain a huge city without sacrificing your Sims quality of life, without going broke maintaining the infrastructure, and

without raising taxes so high that businesses relocate. SimCity 2000™ lets you face the same dilemmas that mayors all over the world are facing. We've all said at one time or another that we could do a better job than our elected officials - here's your chance to prove it. SimCity 2000™ is primarily a "building" game, where you create and try to increase the size of your cities - but you also have plenty of opportunities to destroy. From bulldozers to earthquakes to air crashes, the implements of destruction are only a move away. But remember, it's a lot more challenging to build than to destroy, and the lives, hopes and dreams of millions of Sims are in your hands.

This manual is divided into two sections. The Introduction welcomes you to SimCity 2000™ and explains a little about the manual. The Tutorials are small guided tours through different aspects of city building with SimCity 2000™.

TUTORIAL ONE

Congratulations! By virtue of owning SimCity 2000™ you are hereby proclaimed mayor of a million cities and ruler of a billion simulated lives (your Sims). It's a tough game, but somebody's got to play it. These tutorials are designed to help you adjust to your new office with as little transition time as possible. There are two tutorials, each designed to be finished in one short sitting so you can get them out of the way and get on with the important business of building and running your cities. The first is a general overview of the basic features of SimCity 2000™ - enough so you can start a new city, and get going on your own. The second goes into detail on a few of the advanced features. We suggest that you whip through the first tutorial and then go and play on your own for a while. You may figure out everything else on your own, and never need the other tutorial. But it's there if you need it!

What makes a SimCity?

To prepare you for building your city in the rest of this tutorial, here is a basic explanation of exactly what a SimCity is made of. While SimCity 2000™ has many layers of complexity, lots of features, and all sorts of stuff to put in your city, it's fairly easy to get a small city started. All you need is:

- A place for the Sims to live: A residential zone
- A place for the Sims to work: An industrial zone
- A place for the Sims to shop and conduct business: A commercial zone
- A source of power: A power plant
- A way to get the power from the power plant to the zones: Power lines
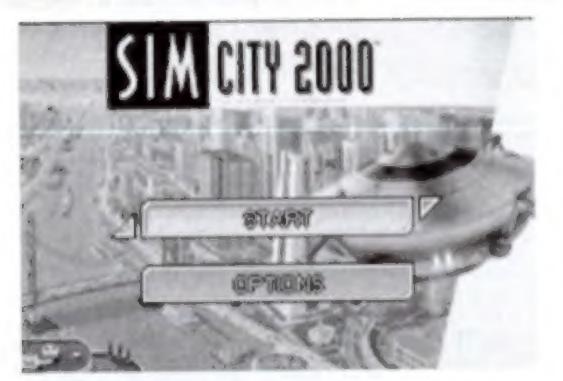- A way for Sims to travel between work, home or shops: Roads

That's all you need to build, and Sims with that pioneering spirit will move into your city and build their own houses, factories and offices. They'll carry on business, and complain about taxes. If you build it, they will simulate.

Once your city has begun to grow, you can add:

- More zones with different density levels
- Other means of transportation
- Airports and Seaports
- Police and fire stations
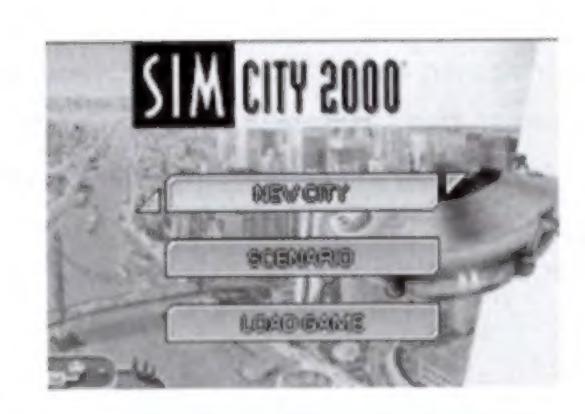- Educational and recreational facilities
- A whole lot more

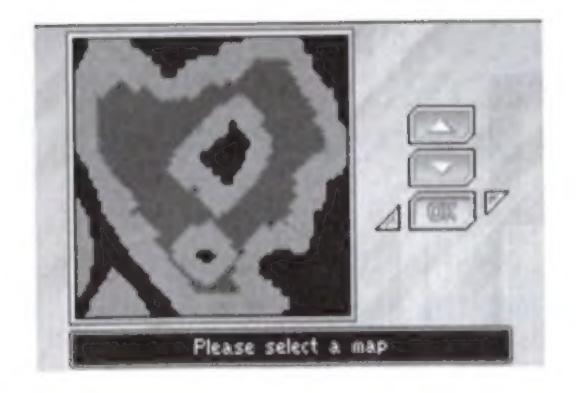Enough talk… time for a simulating experience.

Starting the Game

Load SimCity 2000™ and select start by **pressing the A Button**.

After you have selected **START**, this list of choices will appear. Here you can start a new city, load a pre-built scenario or load a saved game. For this tutorial, **press the A Button** while new city is highlighted.

Next you can select any terrain map you wish to start building your first city on. Press Up and Down on the Control Pad to move the cursor up and down. **Press the A Button** to make your choice.
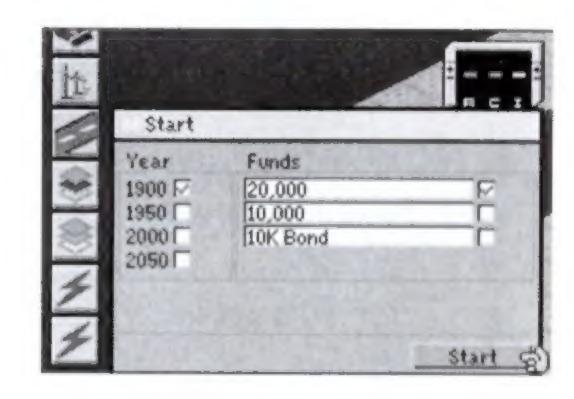
Next you must enter the name for your new city and the name of its brand new mayor.

After all, what is a city if it has no name and no mayor.

Finally, when the game begins, the first dialog box that you see will ask you to make two simple decisions: How much funds you will have at the start, and what year the game should start. The defaults are $20,000 and 1900, which will be just fine for the tutorial, so **press the A Button** to start the game. The various funding levels set how hard you want the game to be:

· $20,000 - Easy
· $10,000 - Normal
· $10,000 Bond - Hard

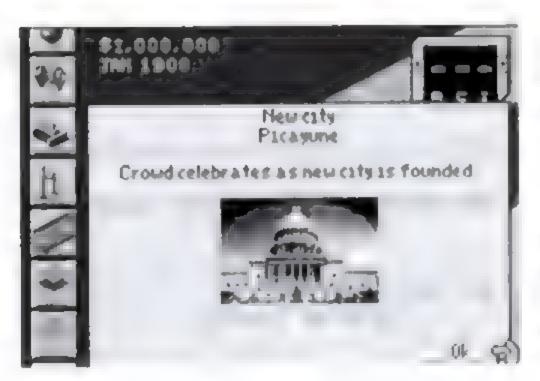The next window to appear is the in-game help window. Read what it has to say.

Pressing the A Button will speed up how fast the text appears.
Pressing the B Button will exit the help window, even if the rather helpful message has not yet finished appearing.

You are now in the Construction Menu. This is where you select the items that you wish to place in your city. It is also where you can select bulldoze, should you wish to destroy something. The current item's type and cost is displayed in the box on the bottom right of your screen, assuming the item is available, of course.

NOTE: Every January the budget window will pop up. For now, just press the A Button twice to make it go away. We'll worry about the budget window later.

After you have selected an item from the Construction Menu, the founding of your city will be announced in the newspaper. The newspaper is how you will know what your Sims need, and the newspaper will also tell you about some of the other things you will need to know. For the moment, though, stay in the Construction Menu.

NOTE: Pressing the A Button will close the newspaper

Game Menus

In the main window, you see the site of your city-to-be. A pristine wilderness: bare land, some forest, and some flowing water. The terrain is divided into tiny squares. Each of these squares is called a tile. Each tile is approximately one acre, or a 200x200 square foot. At the left side of the main window is the construction menu. Take a few moments to move the menu up and down.

NOTE: Any sub menus will slide out automatically when highlighted.

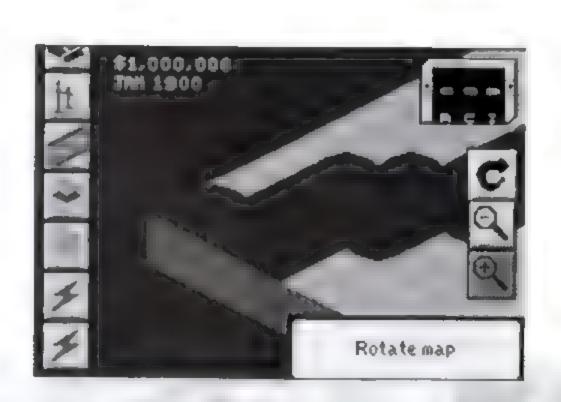# Construction Menu

To control the Construction Menu:

- Press Up and Down on the Control Pad to access menu items. The menu itself will slide up and down. Press Left and Right on the Control Pad to access sub menu items.
- Press the A Button to select a construction menu item. This will put you into **Edit Mode**. We'll be getting to the **Edit Mode** in a few minutes.
- Press the B Button or the L Button to exit the construction menu without changing the currently selected item. This will put you into **Edit Mode**.
- Press the R Button to access the **Terrain View Menu**. We'll be going over this in a minute.
- Press SELECT to access **City View Mode**. We'll be getting to this viewing mode shortly.

Once you have selected an item from the construction menu, you will enter edit mode. This is where you can place an item in your city or remove items from you city. To get back into the Construction Menu from Edit Mode, press the L Button. Once you have looked over the items in the Construction Menu and seen them in all their glory, press the R Button to get into the Terrain View Menu. The Terrain View Menu has three options in it which should be self explanatory, but we'll go over them to be safe. Don't worry, though, as we'll be getting back to the construction menu shortly so we can start building our first city, but for now we'll take a look at the Terrain View Menu and City View Mode.

Terrain view

As you can see from the picture, the Terrain View Menu only has three options.

- Rotate map
- Scale map down
- Scale map up

To control the Terrain View Menu:

- Press Up and Down on the Control Pad to change current option. The current selected option will pulsate.
- Press the A Button to select a terrain view menu option.
- Press the B Button or the R Button to exit the Terrain View Menu. This will put you into Edit Mode.
- Press the L Button to access the construction menu.
- Press SELECT to access City View Mode.
- To get back into the Terrain View Menu from Edit Mode press the R Button.

Now lets have a look at what the Terrain View Menu does:

This option lets you rotate the terrain map. Go on and try it. Then try it again. This option will be very useful later on when you are building your city and you need to see behind larger objects in your city. The information box in the bottom left of your screen will display Rotate map.
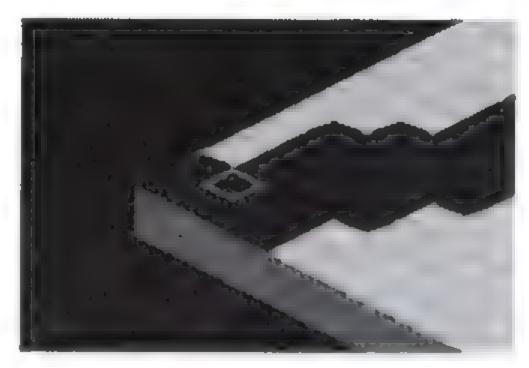
This option lets you zoom out. Try it. You can now see a whole lot more of the terrain than before. Now try it again. You can now see even more of the terrain, but the option is now darkened. This tells you that you can zoom out no further. The information box in the bottom left of your screen will display Scale map.

Now we can move onto the last option. This option is the opposite of zoom out and lets you zoom in on the terrain map. Try it. Then try it again. The option has now darkened as that's as close as you can get. The last view is great for seeing your city in detail. The information box in the bottom left of your screen will display Scale map.

City View Mode

This mode can be accessed from either the Construction Menu or the Terrain View Menu by pressing SELECT. This viewing mode lets you look at your city in all its glory without the construction menu and the information overlays clouding your view.

To move around press Up, and Down, or Left and Right on the Control Pad. Pressing SELECT or the B Button will return you to the appropriate menu.

Menu Review

- The Construction Menu is on the left side and is accessed from Edit Mode or from the Terrain View Menu by pressing the L Button.
- The Terrain View Menu is on the right. Though it is hidden most of the time, it is accessed from Edit Mode or from the Construction Menu by pressing the R Button.
- Pressing the B Button or by pressing the L or R Button, depending on which menu you are in, will put you into Edit Mode without changing either the currently selected item or the terrain view. This is dependent on which menu you are in.
- From either the Construction Menu or the Terrain View Menu pressing the SELECT will place you in city view mode. After viewing, pressing the SELECT or the B Button will return to the menu you were previously in.
- Pressing the A Button will cause an action. Either select a new item and return to Edit Mode from the Construction Menu or change the terrain view from the Terrain View Menu.

Ok, now let's get back to the Construction Menu by pressing the L Button.

Zones

As mentioned before in "What Makes a SimCity?", we'll need three kinds of zones in our city: residential (where the Sims live), commercial (for offices and stores), and industrial (for factories). So let's start zoning. If you are not in the construction menu, then go to it now by pressing the L Button. Now, by pressing Up and Down on the Control Pad, move to one of the menu items that look like the two below. These are the zone menus. One is for light zones and the other is for dense zones. For the moment, it doesn't matter which one you choose. The differences are explained later. They are also explained by the in-game help system.
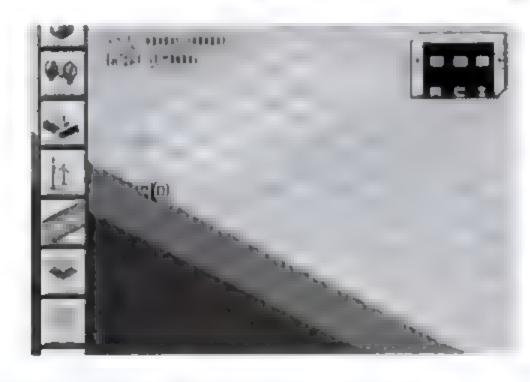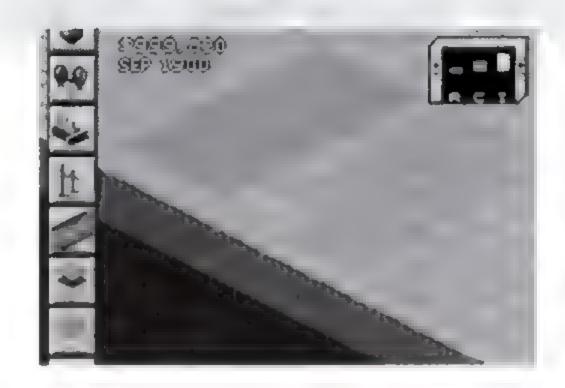
Dense Zones Menu

Light Zones Menu

The sub menus will slide out automatically and you will then be able to select which zone type you want. Move to the residential zone type. Now select it and exit the construction menu by pressing the A Button. Now it's time to take a good look at the terrain you've chosen and pick a spot to start your city. Once you are satisfied with the area you've chosen its time to start zoning. For residential zones some waterfront would be nice, but it's not essential.

To zone an area, press and continue to hold the A Button. Now using the Control Pad you can create a rectangle by moving Up, Down, Left and Right. Release the A Button when you are satisfied. The cost of zones will be displayed. You won't be charged for tiles that aren't zoned, even if you try to zone over water.

NOTE: It is in your Sims' best interest to leave a bit of a buffer between zones
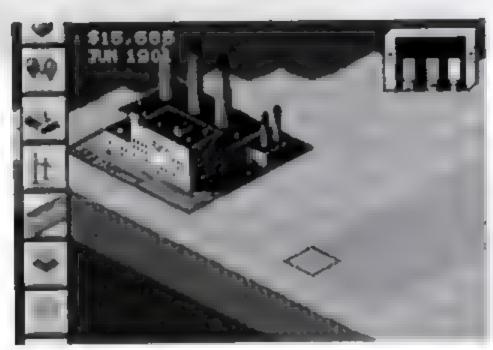
Now go back to the Construction Menu (you should know how by now), select commercial zones, and return to Edit Mode. Now place a commercial zone. Please note the buffer between them. Now repeat again for an industrial zone.

Power

The Sims that live in SimCities may have that pioneering spirit, but they won't move in until you supply electric power. After all, they are electronic life-forms. To supply power, you need a power plant of some sort and power lines to get the power to where you want it. Both of these things are available in the Construction Menu. Enter the Construction Menu and move to the menu items that look like the one shown below. These are the power plant menus. The individual plant types are in the sub menus.

An assortment of power plants are available. However, power plant types will not appear until the year they have been invented. In other words you cannot have a nuclear power plant in 1901. Select the coal power plant and return to Edit Mode.

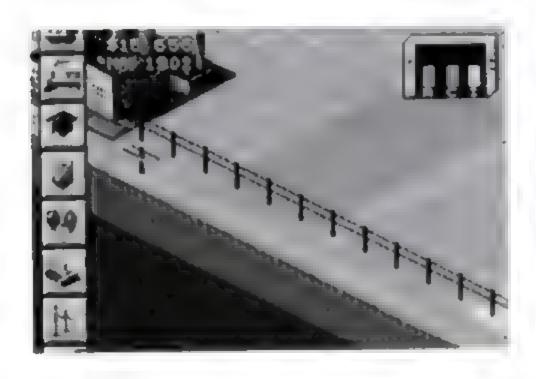Search for a suitable location to place your power plant. The plant takes up 4x4 tiles. The ground must be clear.
Try to keep them away from residential zones.

Now we need to power up the zones. We'll need power lines to get the power from the power plant to each zone. Placing power lines can be tricky so it's best to zoom in as much as possible. Enter the construction menu and move to the power line menu item, as shown below. This menu item has no sub menu. Press the A Button to return to Edit Mode.

Power Line

You are now ready to lay power lines. Power lines are laid down almost exactly as zones are laid down, except power lines are laid in straight lines as opposed to rectangles.
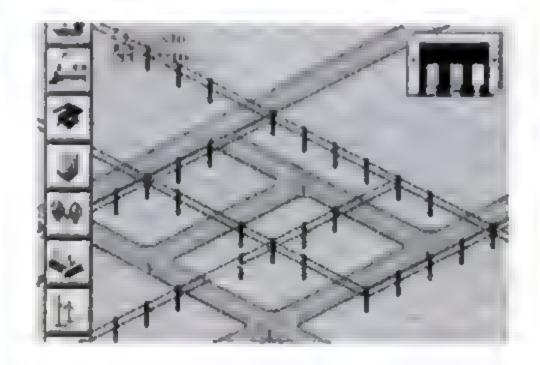
Now move the power line to the side of the power plant, then press and continue to hold the A Button. Now use the Control Pad to move towards and through all the zones.
If you place any power lines and they aren't connected to power, they'll blink to indicate that they aren't hooked up yet.

Roads

Now all we need is a transportation system, and your town should be ready for some Sims to move in. Enter the Construction Menu and go to the roads menu item. The menu item is shown below. Select it and return to the Edit Mode.

Roads are laid down exactly the same way as power lines. You should note that roads and power lines can run across each other as shown on the left. This way power can cross roads and vice versa.

Now lay some roads around your zones. Now sit patiently for a few minutes and watch as your first city begins to grow.

Rewards

Your city should be growing now. Go ahead and add some more zones, or play with roads to get in some practice. Fairly soon a newspaper will announce to the world that your little town is growing, and as a reward you may build yourself a house. This is the first of the rewards that you will reap as mayor of SimCity. Rewards are based on population. With time you'll find out what they all are. Rewards are in the rewards menu which is shown below.

You can place your rewards exactly where you want to in your city, and best of all is that they don't cost you anything. Congratulations! You've just taken a hunk of barren dirt and built it into a small city. Now, if you wish, you can save your little city for later.
Saving is carried out through the Pause menu which we will look at next.
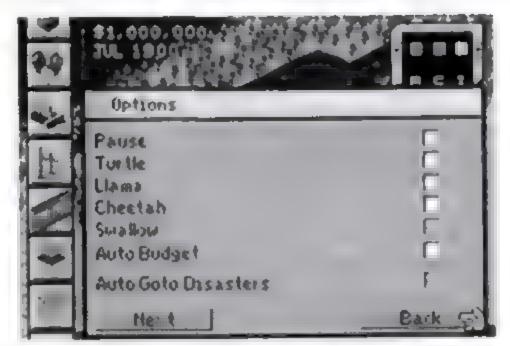
Pause Menu

The SimCity 2000™ Pause Menu has three options which we will now go through. First, to access the Options menu, press START. This will pause the game and bring up the Pause Menu.

The pause menu options are:
- Continue - Continue with the game
- Options - In-game options
- Quit - Quit game.

Use the Up and Down on the Control Pad to select different options. Press the A Button or START to select an option. As we are interested in the in-game options, select Options.

In-Game Options

The first five options (from the top down) are the simulation speed options, or how fast time runs in your city. The slowest speed setting is Pause, which should not be confused with the Pause Menu (which pauses everything). With the game speed set at Pause you can still lay zones, roads, power lines, etc. However nothing will grow or move. The fastest speed setting is Swallow. The next option is Auto Budget - This option will stop the budget wind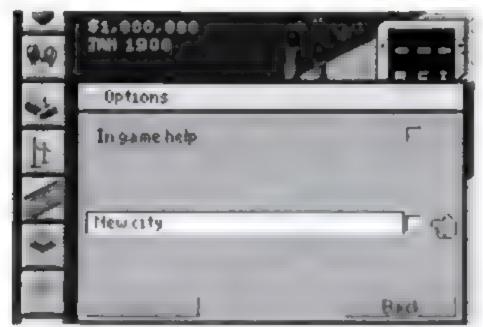ow from popping up every January. This can be good when you are just starting out, but as your cities get larger you will need to manage your budget. The next option is Auto Goto Disasters - When this option is set and a disaster occurs somewhere you will jump to where the disaster is occurring automatically so that you can take care of it. Otherwise when a disaster occurs you will have to search for it.

The next options window allows you to control whether you have disasters or not. The top option is Disasters. If you remove the checkmark then no disasters will occur. If you put the checkmark back then disasters can occur. The next option is a list of disasters which you can scroll up and down, this lets you view all of the insidious bunch. This part is only here so you can start disasters and get practice at handling them. So to start a disaster, check the box next to one. You can check only one at a time. If you chicken out you can remove the checkmark. When you exit from the Pause Menu the disaster you chose will start. If you start a riot, but don't have any roads for rioters to riot on, or if you start an air crash and there's not much to burn, then not much

will happen. Disasters are, at best, unpredictable. Some disasters can wreck your entire city and put you in financial ruin, or they can just knock over some trees. You have been warned!

The next options window allows you to turn off the in-game help system. You will most likely do this once you have read all the in-game help messages. You do this by removing the checkmark. As you would expect, you can also turn the help messages back on.

The next part of the options windows allows you to save your precious cities. Be aware, however, that you can save only one at a time. To prevent accidental saving you must first set the checkmark to activate the Save Button. Then you must use the Save Button. Then you will be asked to confirm the overwrite of your previous city, provided of course that this is not your first city to be saved. Once all of that has been done, your city will then be safely stored.

NOTE: Depending on the size of your city, saving can take some time, so be patient!

Windows Control

All in-game pop-up windows are controlled in an identical manner.

- Use Up, Down, Left and Right on the Control Pad to move to any of the windows controls. (Buttons, Checkboxes, Scroll Buttons)
- Press the A Button to activate the control.

Play Time

Well, that's the end of Tutorial One, so go and build yourself some cities and experiment with all of the items in the construction menu. Try starting at different years and see what else becomes available. When you're ready for more, check out Tutorial Two. Now go play.

Play...
Have fun...
Have more fun!

TUTORIAL TWO

Welcome back!
In this tutorial we'll be covering the things that we skipped over in Tutorial One that you really didn't need to know about to start building your first city. We will also be explaining some of the other windows that may have popped up. We'll also cover the other features that you don't know about yet. By now you should know how to use the Construction and Terrain View Menus, and how to use the in-game pop-up windows and the Pause Menu, so we'll be running through this tutorial quite fast, and not explaining things in a step-by-step fashion. Please use this tutorial for future reference on these features.

Demolition & De-Zoning

You may have noticed that in the bulldoze menu you have two options, one to bulldoze and the other to de-zone. What may be confusing is that they seem to do exactly the same thing. Well, that's because they do... almost.

Bulldoze will destroy things and turn them into rubble. If you then bulldoze the rubble, you will end up with clear terrain. The terrain may or may not be zoned depending on its original state. De-zone will destroy things and turn them into rubble. If you then de-zone rubble, you will end up with clear terrain. The terrain may or may not be zoned. The difference is that on clear terrain, de-zone can then be used again to remove zones, where as bulldoze can't. This means that normally you would use bulldoze to clear away buildings, rubble, etc. As normally you don't remove zones, but you do have the option if you need it. You may or may not have noticed, but bulldoze and de-zone work like laying down zones, so an area to be demolished or de-zoned can be a single tile, a straight line of tiles, or a rectangular-shaped area of tiles.

This is very useful when you have large areas which need to be demolished or de-zoned.

Try experimenting with these tools so that you are comfortable with their uses and the differences between them.

Airports and Seaports

Airport and seaport are two other types of zone that you have available, and as such are laid out like any other zone. If supplied with power and roads, the private sector will move in and start building. Be careful, though, as seaports and airports use lots of power and are expensive to zone.

Note: Do not make airports or seaports too small or they won't be built on.

Bridges

While building roads, you may have been surprised by a window that popped up and asked if you wanted to add a bridge.

If you don't want a bridge, just select cancel and all will be forgotten. However if you do want a bridge, you need to know the differences between them.

· Causeways are the cheapest bridge and can cross almost any length of water. Causeways do not let ships pass.

· Raising bridges are slightly more costly than causeways, but they do let ships pass. They can only cross reasonably short lengths of water, though.

· Suspension bridges are the costliest bridge of all, but can cross almost any length of water, and do allow ships to pass.

You may also have been offered a rail bridge while you where laying down rail tracks. Rail bridges only come in one variety and can cover most stretches of water. Select cancel if you don't want a rail bridge. You may also have been offered overhead wire bridges while you where laying down power lines. Overhead wire bridges only come in one variety and can cover most stretches of water. Select cancel if you don't want an overhead wire bridge.
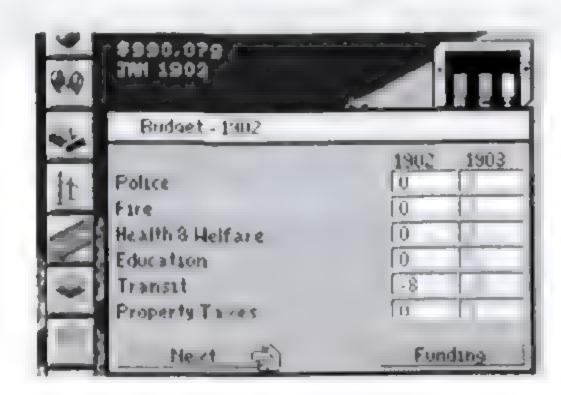
Map Screen

Combine maps

There is a map screen available to you while you are in Edit Mode. To access the map screen press SELECT. To exit the map screen, press SELECT or press the B Button.

Starting from the bottom up, the available options let you:

- View all the zones that you have created. (Normal zone colors)
- View the entire road network, including any road bridges. (In black)
- View all power lines and power stations (In red)
- View the police coverage given by all the police stations. (Areas not covered will have the highest crime rates)
- View the fire coverage given by all the fire stations. (In areas not covered, fire will spread very quickly)
- View combined zones, road and power grid maps..

The Budget Windows

Every January the budget windows will pop up and show you the state of your finances. They will also let you change the funding for different public services, and city infrastructure maintenance. You can also use them to pass new city ordinances or repeal old city ordinances, as well as try to get bonded loans if you're running low on funds.

The first window to pop up shows how much you spent last year on public services and city infrastructure maintenance.

The last heading in this window tells you how much you have raised in property taxes.

Public services:

- The emergency services (police, fire and hospitals).
- Education services such as schools and libraries.

City infrastructure:
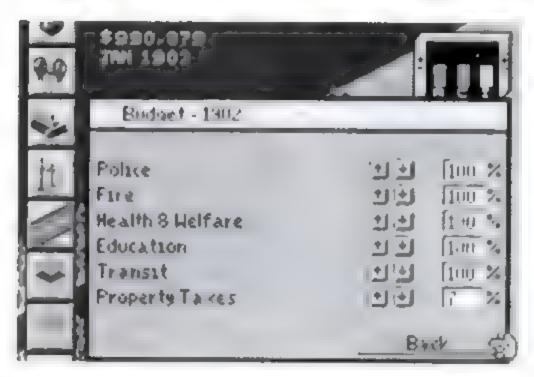
- Transit - Road and rail.

Current & Estimated costs

You will have however noticed that there are two values displayed next to each heading. Let's take, for example, the transit heading.

- The value written in black was the amount of money that was spent last year. (The cash will be deducted once you have finished with the budget windows)
- The value written in red is the amount that is estimated to be spent next year.

Please remember the second value in red is estimated. For example, adding roads will increase the actual cost of maintaining the city's infrastructure.
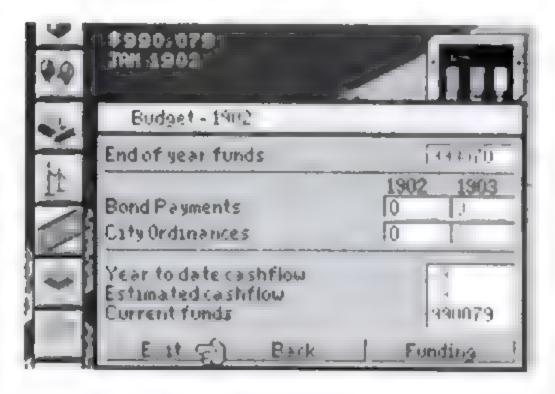
Funding Window

To change the funding levels for public services and/or city infrastructure maintenance, select funding from the first budget window.

The funding window will let you increase or decrease the funding for specific public services and/or city infrastructure maintenance. Property taxes can also be increased or decreased. Once you have adjusted funding levels and property taxation, go back to the first window. Different funding levels affect the estimated costs for the year ahead and make interesting reading.
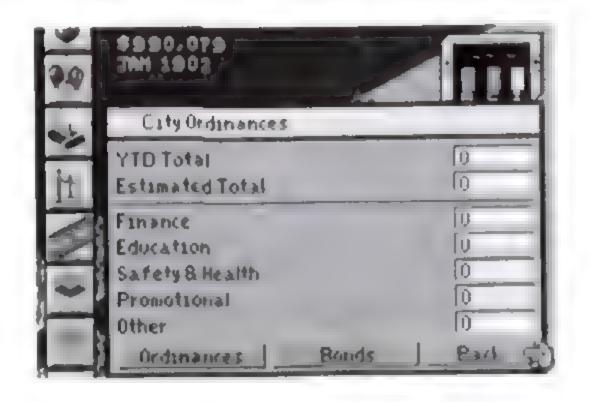
Incoming & Outgoing Window

The third budget window shows you the rest of your incoming funds and outgoing expenses.

· End of year funds - tells you what your current funds will be when last years expenses are deducted.
· Bond payments - tells you how much you will be paying out in bond payments for last year and estimates how much you will be paying out for bond payments this year.
· City ordinances - tells you how much funds have been raised or spent by the city council ordinances for last year. It also estimates how much funds will be raised or spent this year by the city council ordinances.
· Year to date cash flow - tells you how much you spent last year.
· Estimated cash flow - estimates how much you will spend next year.
· Currents funds - tells you how much cash you currently have.

City Ordinances Window

To get to the city ordinances window from the incoming & outgoing window, select funding. Please note you can also go back to the initial budget window from the incoming & outgoing window.

- YTD Total - Year To Date Total tells you how much funds you have raised or spent due to city ordinances last year.
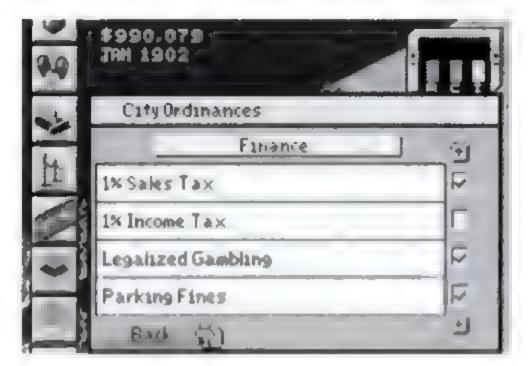- Estimated Total - Estimated total tells how much you are expected to raise or spend this year due to city ordinances.
- The last five headings give separate estimated totals that will be raised or spent due to city ordinances for the year coming. Ordinances are grouped into headings.

The city ordinances headings are based on specific groups. For example, the finance group has an ordinance that will introduce parking fines, which will raise some additional funds.

City Ordinance Selection Window

Two more windows can be accessed from the city ordinances window. The ordinance selection window is one.

From this window you can select and de-select which ordinances will affect your Sims and their lives. Just set a checkmark or remove one.
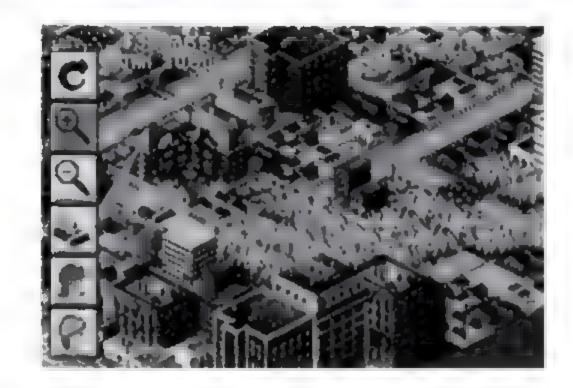
Bonds Window

In this window, you can view how much you are paying each month in bond payments.

You can also try to issue a bond, but bonds are based on your city's value. Therefore you may not get one if your city is not big or valuable enough.

You can also repay any outstanding bonds that you have, provided, of course, that you have enough fresh cash to do so.

Disasters

When a disaster occurs you will need to dispatch police and fire units to the affected area to try and bring things under control.

To assist with this, a new, but simple, menu will appear: the disaster menu. It has only six options and four of them you are already familiar with

The other ones are:
- Dispatch police (Blue helmet)
- Dispatch fire (Red helmet)

You place police and fire units as you would any other item on your terrain, except you can place them on empty terrain, in zones, on roads and rubble, etc.
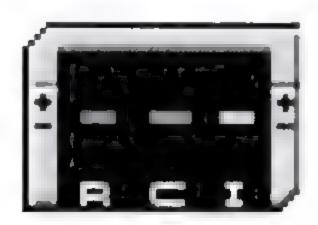
Press The A Button to place a police or fire unit, press the A Button again while on police or fire unit to remove it, allowing you to place it elsewhere.

You only have a limited supply of these units based on how many police and fire stations

you have. If a disaster occurs and you do not have any police or fire units available the National Guard will come to your rescue, but they're also in limited supply. They have green helmets.

The Information Overlays

You have two information overlays. The first one, at the top left-hand corner, shows how much cash you have. It also shows what month and year your city is currently in. The next overlay is called the demand indicator. This is shown below:

- The 'R' bar indicates the demand for residential zones. If the bar is going up then there's demand for more residential zones. The higher the bar, the more the demand. If the bar is going down then there's less demand for residential zones. The lower the bar, the lesser the demand.

- The 'C' bar indicates the demand for commercial zones. This bar works the same way as the 'R' bar.

- The 'I' bar indicates the demand for industrial zones. This bar works the same way as the 'R' and 'C' bars.

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